GEORGE I. HADJIYIANNIS, Ph.D.
CTO / VP SOFTWARE ENGINEERING

KEY STRENGTHS

Building and scaling software engineering teams
Creating and steering Technical Strategy
Bridging Business and Technology
Software Architecture / SaaS / Cloud
Driving Best Practices / Agile /DevOps

CONTACT

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KEY RESULTS

- Created a new development site in Barcelona from scratch within 4 months.
- Initiated and drove a program to add development and re-engineering capacity by engaging, on-boarding, and leading an offshore partner.
- As VP Product Management Europe, managed the operations of all Europeans assets of KAYAK, as well as the expansion to four additional countries in Europe.
- Led the transition of multiple 3rd party external teams to a SCRUM-based agile methodology at eBay Inc.
- Developed a new technology strategy to transition from the outdated existing product stack, serving over 1 million users, to a new, modern, stack without disrupting the business.
- Drove the re-engineering of the legacy monolith into a number of micro-services serving millions of users.
- Managed the European Daily Deals product, serving 10s of millions of users and generating 150M EUR in GMV at eBay (JEE / Oracle)
- Managed the European assets of KAYAK serving 10s of millions of users across multiple countries, generating approx. 35 M EUR per year (JEE / MySQL)

PROFESSIONAL HISTORY

Haufe-Umantis AG: CTO, Senior Architect   St. Gallen, Switzerland

March 2015 August 2019	- Developed the new technology strategy for Haufe-Umantis products, and drove its acceptance by all key stakeholders (including the Board). - Created a new development site in Barcelona from scratch in 4 months. - Drove the re-engineering of the legacy monolith into a number of micro-services serving millions of users - Instituted a number of best practices to improve stability, availability, and performance. - Engaged the leadership of Sales, Consulting, and Customer Support to create alignment between the corresponding teams and the Product Development team. - Responsible for a team of 68 internal and approx. 12 external team-members. - Responsible for the Product budget of just under 10 Mio CHF

Sentropy Software: Founder, CTO   Zurich, Switzerland

November 2012 February 2015	- Researched and developed deep static code analysis technology, and the MVP for the first Sentropy product. - Located and engaged pilot clients. - Created the Sentropy Product Roadmap, and formulated a hiring plan to execute it. - Formulated the company vision, business model and strategy (with my co-founder). - Created the fund-raising materials and drove fund-raising (with my co-founder).

KAYAK Europe GmbH: VP Product Management Europe   Zurich, Switzerland

November 2011 October 2012	- Led launch of KAYAK-branded websites for Russia, Poland, Switzerland and Lithuania. - Led the project to transition the swoodoo-branded websites to the new KAYAK platform. - Managed the European assets of KAYAK serving 10s of millions of users across multiple countries, generating approx. 35 M EUR per year. - Drove Test Automation adoption to improve the output quality and agility of the development team.

eBay Inc.: Project Manager / Program Manager   **Zurich, Switzerland**

May 2010 October 2011	• Managed the European Daily Deals product, serving 10s of millions of users and generating 150M EUR in GMV
	• Led the transition of 3rd party external teams to a SCRUM-based Agile methodology.
	• Drove the adoption of software development best practices by the European Product Development (EPD) team.
	• Increased release frequency from every 8 weeks to once a week through Agile methodologies and Test Automation.
	• Designed processes to enable other functions (e.g. Content & Localization, UED, etc.) to work alongside the product development teams in an Agile fashion.
	• Led as SCRUM Master three separate project teams concurrently.

NVIDIA Corporation / AGEIA Inc.: Senior Software Manager, PhysX SDK   **Zurich, Switzerland**

September 2006 April 2010	• Lead the core PhysX SDK teams before and after NVIDIA's acquisition of AGEIA Inc.
	• Managed two teams (distributed between Zurich and Beijing) who implemented the software (PC) and console (PS3, Xbox & Wii) versions of the core SDK.
	• Managed the PhysX middleware engine, which computes a physics simulation frame in 5msec.
	• Acted as the liaison to our partners (Sony, Microsoft, Nintendo, Epic)

Systems Engineering Inc. (SEI): Senior Consultant, Architect   **Waltham MA, USA**

March 2003 September 2006	• Delivered custom-built solutions to solve specific client problems.
	• Mentored other consultants to help them expand their skill-sets.
	• Created internal Architecture guidelines.
	• Participated in RFIs and proposals

CodeSecure: Co-Founder   **Boston MA, USA**

September 2002 February 2003	• Developed the concept for a static code analysis security scanner
	• Engaged in fundraising

Tenara Ltd.: CTO, Co-Founder, Member of the Board of Directors   **Cambridge MA, USA**

May 2000 August 2002	• Led the development of an MVP for advanced search engine technology
	• Served on the Board of Directors

net.Genesis: Co-Founder, Director of Product Development   **Cambridge MA, USA**

January 1994 March 1995	• Led the development of some of the first net.Genesis products
	• Served on the consulting team

EDUCATION

October 1995 June 2000	Massachusetts Institute of Technology (MIT) Ph.D. Degree in Computer Science (minor in Management)	Cambridge MA, USA
October 1993 September 1995	Massachusetts Institute of Technology (MIT) Master of Science Degree in Computer Science	Cambridge MA, USA
August 1990 September 1993	Massachusetts Institute of Technology (MIT) Bachelor of Science Degree in Computer Science	Cambridge MA, USA

LANGUAGES

Greek	Mother tongue
English	Fluent
German	Intermediate

AWARDS

Fulbright Scholarship 1990
Commonwealth Trust Scholarship 1990